

Minbari Ah'Leoth Class Supercarrier

SPECS	MANEUVERING	COMBAT STATS
Class: Capital Ship	Turn Cost: 4/3 Speed	Fwd/Aft Defense: 16
In Service: 2260	Turn Delay: 1 x Speed	Stb/Port Defense: 18
Point Value:	Accel/Decel Cost: 5 Thrust	Engine Efficiency: 4/1
Ramming Factor:	Pivot Cost: 5+5 Thrust	Extra Power: 0
Jump Delay: 12 Turns	Roll Cost: 4+4 Thrust	Initiative Bonus: +1
Speed	1 2 3 4 5 6 7 8 9 10 11 12	
Turn Cost	2 3 4 6 7 8 10 11 12 14 15 16	
Turn Delay	1 2 3 4 5 6 7 8 9 10 11 12	

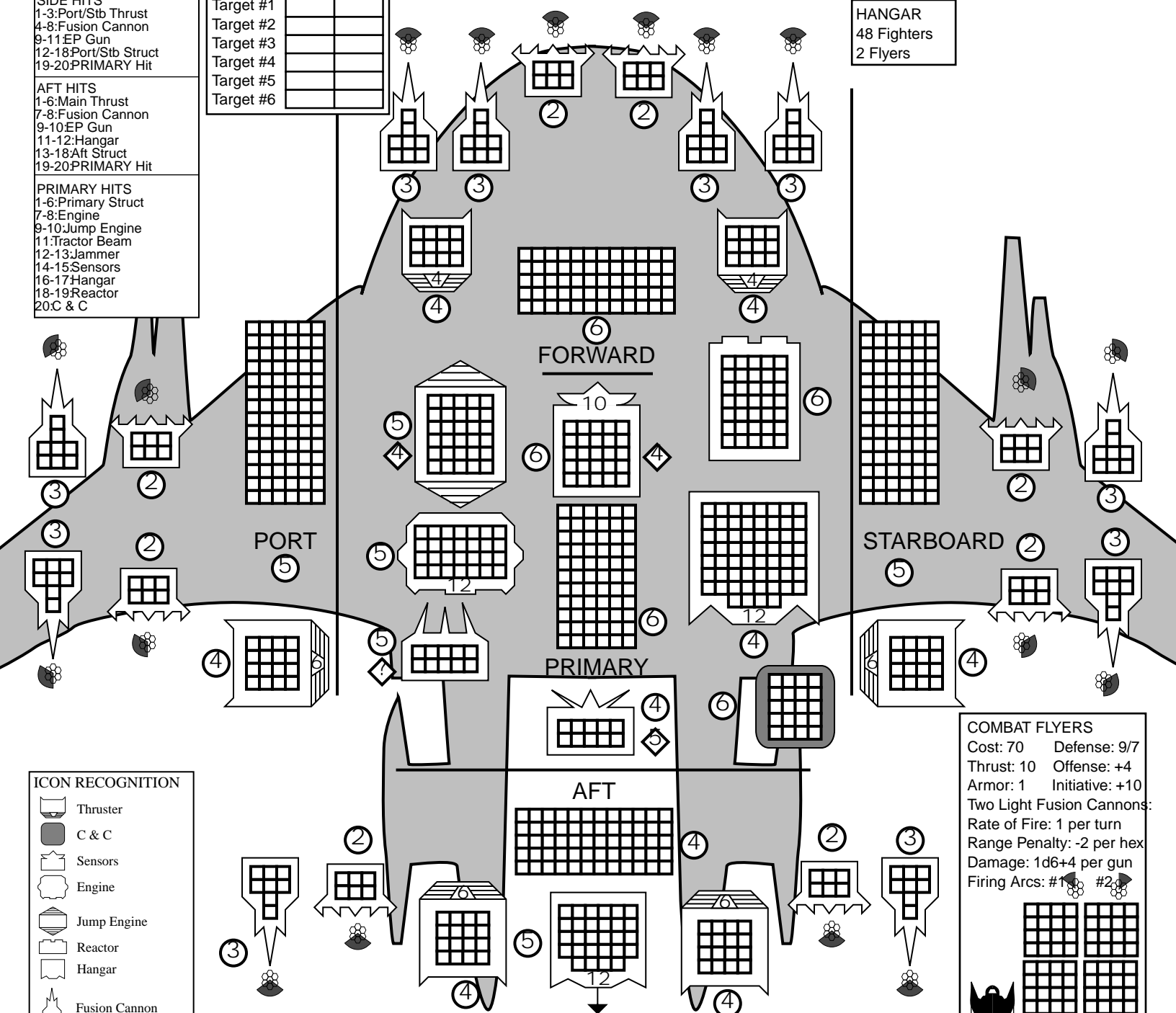
WEAPON DATA
Fusion Cannon
Class: Molecular
Mode: Standard
Damage: 1d10+9
Range Penalty: -1 per hex
Fire Control: +3/+3/+4
Intercept Rating: -2
Rate of Fire: 1 per turn
Electro-Pulse Gun
Class: Electromagnetic
Effect: Forces dropout
Range Penalty: -3 per hex
Fire Control: ~/-/+3
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns












FORWARD HITS
1-3: Retro Thrust
4-6: EP Gun
7-10: Fusion Cannon
11-18: Forward Struct
19-20: PRIMARY Hit
SIDE HITS
1-3: Port/Stb Thrust
4-8: Fusion Cannon
9-11: EP Gun
12-18: Port/Stb Struct
19-20: PRIMARY Hit
AFT HITS
1-6: Main Thrust
7-8: Fusion Cannon
9-10: EP Gun
11-12: Hangar
13-18: Aft Struct
19-20: PRIMARY Hit
PRIMARY HITS
1-6: Primary Struct
7-8: Engine
9-10: Jump Engine
11: Tractor Beam
12-13: Jammer
14-15: Sensors
16-17: Hangar
18-19: Reactor
20: C & C

SPECIAL NOTES
Gravitic Drive System
SENSOR DATA
Defensive EW
Target #1
Target #2
Target #3
Target #4
Target #5
Target #6

AFT HANGAR
24 Fighters
4 Flyers

HANGAR
48 Fighters
2 Flyers



ICON RECOGNITION	
	Thruster
	C & C
	Sensors
	Engine
	Jump Engine
	Reactor
	Hangar
	Fusion Cannon
	EP Gun
	Tractor Beam
	Jammer

COMBAT FLYERS

Cost: 70 Defense: 9/7

Thrust: 10 Offense: +4


Armor: 1 Initiative: +10

Two Light Fusion Cannons

Rate of Fire: 1 per turn

Range Penalty: -2 per hex

Damage: 1d6+4 per gun

Firing Arcs: #1  #2 